A VIDEO GAME CARTRIDGE FROM

PARKER BROTHERS

POPEYE®

FOR INTELLIVISION®, INTELLIVISION II®, TANDYVISION™ AND SEARS SUPER VIDEO ARCADE™

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OBJECT

In this game, you're POPEYE! And your goal is to catch all of Olive's hearts, notes, and cries for H-E-L-P before they hit the water and sink—or before Brutus, the Sea Hag, or some vulture knocks you overboard. Each time you complete a round, you'll automatically proceed to the next—and more difficult one.

SETTING THE CONSOLE CONTROLS

1. Make sure that the cartridge is placed firmly into the cartridge slot.
2. Turn the **ON/OFF** switch to **ON.**
3. Press the **ENTER** button on the controller. You'll see "PLAYERS?" Press 1 or 2, depending on whether you're playing a one- or two-player game.
4. Then you'll see "LEVEL?" Refer to the **GAME SELECTION** box for the level at which you wish to play. Press that level number.
5. Press **ENTER** and you're ready to play.

PROOF OF PURCHASE

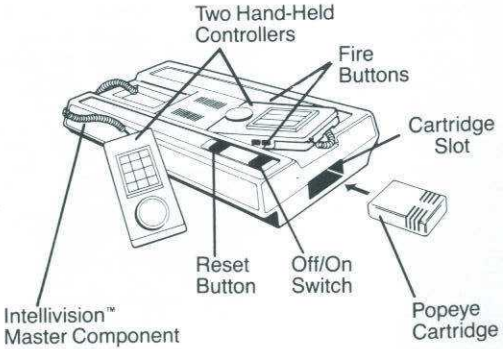
POPEYE®

THE HAND-HELD CONTROLLERS

Use the directional disc on your hand-held controller to guide Popeye up and down stairs, and across different platforms.

THE FIRE BUTTONS

Press either one of the top two "FIRE" buttons (located on either side of the controller), whenever you want Popeye to punch Brutus' or the Sea Hag's bottles, knock out vultures, hit the punching bag, or grab his spinach. With each press of the "FIRE" button, Popeye will swing his fist once. **NOTE:** holding down the "FIRE" button will not repeat this action.



PLAYING

You will begin each round with a specific number of Popeyes (see **GAME SELECTION and DIFFICULTY LEVELS**). For a one-player game, the number of Popeyes remaining is indicated at the top, left-hand side of the screen. (For a two-player game, the number of remaining Popeyes is displayed to the left for player one, right for player two.) The first Popeye will appear on the left, top-most ledge as soon as you press the **ENTER** button.

In each round, Popeye must win Olive's affection by catching all of her hearts, notes, or cries for H-E-L-P, depending upon which round you're playing. But Brutus, the Sea Hag, and the vultures all do their best to knock Popeye overboard—Brutus with his fists and bottles, the Sea Hag with her fast-flying bottles, and the vultures with their good aim! When any of them hit Popeye—or if any of Olive's tokens fall into the water and are not pulled out in time—you lose Popeye. If you have a remaining Popeye, he will appear on the top ledge, ready to try again!

Spinach

Throughout the rounds, Popeye's spinach will randomly appear in specific places on the screen (see **SPINACH** section under each round). Whenever you see it, you may move Popeye over to the spinach and press the "FIRE" button. If you reach it in time, you'll hear the "Popeye Theme." This is your chance to catch up with Brutus and knock him overboard. When you do, you gain **3000 points!** In addition, if you catch any of Olive's tokens while the tune is playing, you receive **DOUBLE THE SCORE FOR EACH.** Once Popeye uses his spinach, it will not appear in that same round again.

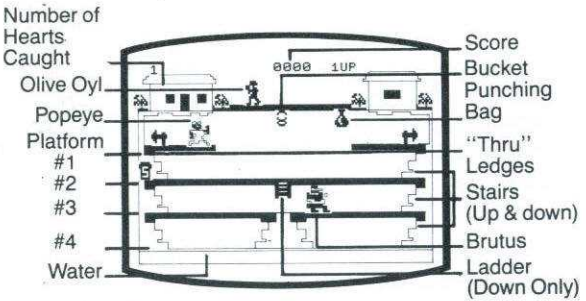
The Sea Hag

You never know when this nasty ol' biddy is going to jump out from the side lines and pelt Popeye with a bottle. But she'll only let one fly (sometimes two!) when she's on the same platform as Popeye. If Popeye's not fast enough with his fists to punch the bottle, and it hits him, you lose that Popeye. If you have a remaining Popeye, he will appear on the top ledge.

SWEET HEARTS · ROUND #1

Hearts

In this round, you must catch all 20 hearts before they fall into the water and sink—and without being knocked over by Brutus or the Sea Hag. Each time you catch a heart, a red brick will appear on the side of Popeye's house, located at the top of the screen. Once there are 20 bricks, you'll automatically begin the next round.



"Thru" Ledges

As the round begins, Popeye appears on the left, topmost ledge. You may move Popeye off this ledge and land him safely onto the platform below. Or you may move him in the opposite direction and he'll travel around to the other ledge. You may move Popeye back and forth between ledges, or off either side and onto the platform below at any time. Brutus cannot walk on these ledges, **BUT HE CAN JUMP UP AND KNOCK POPEYE OVERBOARD!**

Stairs

On each platform, there are sets of stairs which Popeye and Brutus must use to move from platform to platform. Use your joystick to guide Popeye up and down these sets of stairs.

Spinach

Popeye's spinach will randomly appear on the stairs to the left, either on platform #2 or platform #3.

"Down" Ladder

In the center of the screen, there is a ladder which connects platform #2 and platform #3. Popeye is the only one who can use this ladder, and only to move downward. However, Brutus can reach up or down this ladder and knock Popeye over.

Punching Bag and Bucket

You'll notice a punching bag located near the center, topmost part of the screen. When Popeye is on the right "Thru" ledge, he may punch the bag, causing the bucket to fall. If Brutus is directly below the bucket, it will stop him in his tracks and **you gain extra points depending upon what level Brutus is on** (See **SCORING** section). **NOTE:** Each of your Popeyes can only hit the punching bag once. Brutus cannot knock Popeye over while the bucket is on top of him.

LOVE NOTES · ROUND #2

Notes

Similar to Round #1, you must catch all 16 love notes before they sink into the water, and without being knocked overboard. Once you've caught all 16 notes, you'll automatically begin the next round.

"Thru" Ledges

In this round, the "Thru" ledges are located on platform #2. Again, Popeye can move off these ledges and land safely onto the platform below, or he can move around to the opposite ledge. Brutus can also move about on the ledges, however, he cannot travel around to the opposite ledge.

See-Saw

At the bottom, left-hand side of the screen there is a see-saw. Whenever Popeye is on the 3rd platform, he can jump off the ledge, land on the see-saw, and bounce upwards. Popeye will either land on the 2nd or 3rd platform. Brutus will land on platform #2 whenever he bounces on the see-saw.

Spinach

Popeye's spinach will randomly appear to the right on the stairs of the 3rd or 4th platform.

HELP • ROUND #3

This time, Olive Oyl is crying for H-E-L-P and Popeye must catch all 16 letters. Each time you catch a letter, another rung is added to the ladder located in the center of the screen. When you've caught all 16 letters, you automatically return to Round #1, but at a greater difficulty level.

Sliding Platform

In the center of platform #1, there is a sliding platform. When Popeye steps onto it, he'll be whisked across to the other side. If Popeye misses the sliding platform, he falls to the next platform.

Vultures

In this round, vultures may appear and swoop down at Popeye. If you're quick enough, Popeye can punch these vultures, and **you gain 1000 points for each one he knocks out.** But if you miss, the vultures can knock Popeye overboard and you lose that Popeye. If you have a remaining Popeye, he will appear on the top, left-hand side of the screen.

Spinach

In this round, Popeye's spinach will randomly appear at the right, either on platform #2 or platform #3.

END OF ROUND

The round ends once you've collected all of Olive's tokens. As long as you have a remaining Popeye, you'll automatically advance to the next round.

END OF GAME

The game ends when you run out Popeyes. To play again, simply press down the **RESET** button, then press **ENTER** and select the appropriate number of players and the game level at which you wish to play.

Two-Player Games

In a two-player game, players alternate as Popeye. The LEFT player goes first. Each player's score is displayed during his or her turn.

- In a two-player game, when one player loses all his or her remaining Popeyes, he or she is out of the game. The opponent, however, may continue to play as long as he or she has a remaining Popeye.

SCORING

The number of points for each heart, note, or letter caught depends upon which platform Popeye is on when he catches it.

EXAMPLE: If Popeye is on platform #2 when he catches any kind of token from Olive, you gain 300 points. If he is on platform #4, the token is worth 100 points.

Hearts, Notes, & Letters

Platform #1	500 points
Platform #2	300 points
Platform #3	200 points
Platform #4	100 points
Tokens in Water	100 points
Punching Bottles	100 points
Punching Vultures	1000 points
Hitting Punching Bag	100 points
Hitting Brutus with Bucket	
Platform #2	1000 points
Platform #3	2000 points
Platform #4	4000 points
Knocking Brutus Overboard	3000 points

If you should have any difficulty operating or playing POPEYE, call our Electronic Service Department at these toll-free numbers:

In Massachusetts 1-800-892-0297
All other states 1-800-225-0540
(not available in Alaska, Hawaii, or Canada)

Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon.-Fri. (excluding holidays).

If you are unable to reach us via the Answer Service Line, write to the Consumer Response Department in the location nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

In Australia and New Zealand: Toltoys Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015.

In Canada: Parker Brothers, P.O. Box 600, Concord, Ontario, Canada L4K1B7.

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GAME SELECTION AND DIFFICULTY LEVELS

Game Number	Number of Players	Number of Popeyes	Difficulty Level
1	1 or 2	5	Easiest.
2	1 or 2	5	Difficult. Speed of game is increased.
3	1 or 2	4	Same as Game #2.
4	1 or 2	3	Same as Game #2.

Bonus Popeye
You'll receive a bonus Popeye after the first 30,000 points accumulated in the game.

Double Points
Remember: You receive double the point value of a token if Popeye catches it while the "Popeye Theme" is playing.